TROUBLESHOOTING

PROBLEMS WITH YOUR SOFTWARE ?

The methods listed below solve most of the problems when running latest DirectX games.

Checking my system specification

Please take time to **ensure your system meets the configuration requirements**, detailed on the packaging.

The **DirectX Diagnostic Tool** can provide you with information about your system specification if you are unsure of your PC's current specifications. To run the DirectX Diagnostic Tool, click onto the **Start** button and select **RUN**. In the open box type **DXDIAG**. The DirectX Diagnostic Tool appears, giving you access to all details about your system or video and sound cards. It is possible to control if video display and sound are running properly, by clicking on the relevant buttons proposing you to test **DirectDraw**, **Direct3D** and **DirectSound**.

Note: unless you are an advanced user we do not recommend changing any of the **options** in the DirectX Diagnostic Tool.

Before starting your game

In some cases, programs that are running on your system can monopolise resources that the game needs in order to run properly. Not all of these programs are immediately visible, and many activate automatically on start up. There are a number of programs known as "**background tasks**", that are always running on your system. In some cases, these may cause the game to crash or lockup. As such, we recommend that you deactivate these "background tasks" prior to playing.

• If your system is running **Anti-Virus** or **Crash Guard** programs, we suggest you, if you are not advised to do so, to close or disable them before running the game. To do this, find the icon for the program on the Windows taskbar. Right-click the icon and select CLOSE, DISABLE or the relevant option.

• Once Anti-Virus and Crash Guard programs have been disabled, you should end general background tasks as these can sometimes cause problems when installing or running PC games. Consult "How to end all unnecessary general background tasks" section.

Cleaning up the system.

Before you install any software, it is critical that your hard disk be in optimum working order. We recommend that you get into the habit of performing regular "**house keeping**" on your PC. ScanDisk, Disk Defragmenter and Disk Cleanup are the tools that you need to use to keep everything running smoothly. Such good practise offers you the best chance of running today's game with minimum issues. As an added benefit, a clean system will operate more efficiently, and other software applications you use may run more quickly and stably.
Consult the Windows Help Guides for information on running the **ScanDisk/Error-checking**, **Disk Defragmenter** and **Disk Cleanup** tools.

Using Windows help
1 Click onto the Start button and select Help (or Help and Support for Windows XP users) to bring up the Windows Help Guides.
2 Now, click the Search section and in keywords such as "ScanDisk" (Win 98/ME), "Error-checking" (Win 2000/XP), "Defrag" and "Disk Cleanup" to find the guides that help you to run these tools.

Game crashing or locking up?

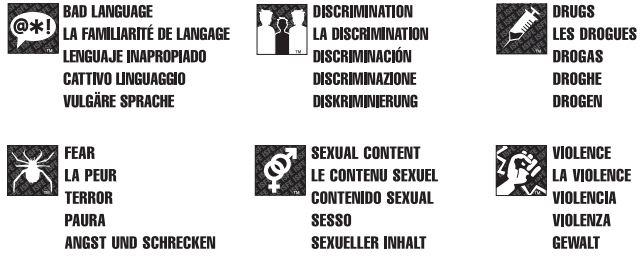
When running games that use the latest version of DirectX, you must ensure your computer is running the very latest **driver** for your video card. Doing so can help solve crashes and lock-ups in games.

The PEGI age rating system:
Le système de classification PEGI
El sistema de clasificación por edad PEGI:
Il sistema di classificazione Pegi
Das PEGI Alterseinstufungssystem

Age Rating categories:
Les catégories de tranche d'âge:
Categorías de edad:
Categorie relative all'età:
Altersklassen:

Note: There are some local variations!
Note: Il peut y avoir quelques variations en fonction du pays!
Nota: ¡Variará en función del país!
Nota: Può variare a seconda del paese!
Achtung: Länderspezifische Unterschiede können vorkommen!

Content Descriptors:
Description du contenu:
Descripciones del contenido:
Descrizioni del contenuto:
Inhaltsbeschreibung:



For further information about the Pan European Game Information (PEGI) rating system please visit:

Pour de plus amples informations concernant l'évaluation du système d'information de jeu Pan Européen (PEGI), vous pouvez consulter:

Para obtener más información sobre el sistema de calificación de juegos (PEGI), por favor visite:

Per ulteriori informazioni sul sistema europeo di valutazione delle informazioni del gioco (PEGI) vi preghiamo di visitare:

Für weitere Informationen über das europäische Spiel-Informationen Bewertungs-System (PEGI) besuchen Sie bitte:

http://www.pegi.info

• **First of all**, try downloading the latest driver from the video card manufacturers website. Listed below are the most popular **video card manufacturers**:

Asus:	http://www.asus.com
ATI:	http://www.ati.com
Creative Labs:	http://www.europe.creative.com
Guillemot:	http://www.guillemot.com
Hercules:	http://www.hercules.com

• **If there is no improvement**, try downloading the latest driver provided by the **video card chipset manufacturer:**

NVidia:	http://www.nvidia.com
ATI:	http://www.ati.com
Power VR:	http://www.powervr.com
Matrox:	http://www.matrox.com
S3:	http://www.s3graphics.com
Intel:	http://www.intel.com
SIS:	http://www.sis.com

Creative Labs:	http://www.europe.creative.com
C-Media:	http://www.cmedia.com.tw
Diamond:	http://www.diamondmm.com
ESS:	http://www.esstech.com
Videologic:	http://www.videologic.com
Yamaha:	http://www.yamaha.com

• Choppy or stuttering sound, or sound that cuts in and out? Try downloading and then installing the latest **driver for your sound card**:

How to end all unnecessary general background tasks.

Important note: Ensure that you re-enable background tasks after playing by restarting your computer, doing so will **reactivate automatically** all of the background tasks that you ended.

Windows 98/ME
1 Hold the CTRL and ALT keys on your keyboard and press DELETE once. The close program window appears with a list of all background tasks currently running on your system.
2 To end a background tasks, click on its name in the list, then click the End Task button.
Note: It is important that you **DO NOT CLOSE** the background tasks named **Explorer** and **Systray** as these tasks are necessary for Windows to operate. All other background tasks may be closed.
3 The Close Program Window closes and the task is ended. Repeat the above steps to close down any/all other background tasks.

Windows 2000/XP Professional
1 Hold the CTRL and ALT keys on your keyboard and press DELETE once. The Windows Security window appears.
2 Click Task Manager to open the Windows Task Manager. To end a background task, click on its name in the list under the Application tab, then click the End Task button.
Note : Depending on your settings, when pressing CTRL, ALT and DELETE some Windows 2000/XP Professional users may bypass the Windows Security window and go straight to the Windows Task Manager.

Windows XP Home
1 Hold the CTRL and ALT keys on your keyboard and press DELETE once. The Windows Task Manager window appears.
2 To end a background task, click on its name in the list under the Application tab, then click the End Task button.

If you finally decide to call the hotline:

Before making your call, we ask you to **sit at your computer**, have the following information available (see "Checking my system specification"), and be ready to take notes:

- System Make and Model
- Processor Type
- Operating System, including version number if possible (such as Windows® 98;Windows® Me)
- RAM (Memory)
- Video and sound card data and drivers
- Any screen or error messages you've encountered (and where)

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THE README FILE:

The DVD-ROM for the Arthur and the Minimoys game contains a Readme file that explains the conditions of use for the software and provides updated information about the game. We strongly recommend that you take the time to read this information so that you can benefit from any improvements made after the publication of this manual. To access this file, click the Start button on the Windows® task bar, then click "All programs / Atari / Arthur and the Minimoys / Documentation / Readme.txt"

INSTALLATION

- Start Windows® 98/Me/2000SP2/XP. Shut down all applications that are running.
- Insert the Arthur and the Minimoys installation DVD-ROM into your DVD-ROM drive.
- If the AutoRun function is activated, the installation screen should be displayed. Follow the on-screen instructions to install the game. If the AutoRun function is not activated, click the Start button on the Windows® task bar, then click Run. Enter "D:\Setup" and click OK.

Note:

If your DVD-ROM drive uses a letter other that "D", enter that letter instead.

- Follow the on-screen instructions to install the game.

Notes:

- To play, you must leave the Arthur game DVD in your DVD-ROM drive.

Installing DirectX®

Arthur and the Minimoys requires DirectX® 9.0c or a later version to function. If you do not have DirectX® 9.0c or later installed, click "Yes" to accept the terms of the DirectX® 9.0c license contract. The installation of DirectX® 9.0c will be launched automatically.

CONTROLS

This is the default configuration for the game controls. To change the configuration, go to the Options menu and choose Controls.

If you play with a joystick, you will not be able to change the default configuration if your joystick does not have an auto-center calibration feature.

CONTROLS IN MENUS	ACTIONS
Arrow keys	Navigating the menus
Enter	Validate / Select
ESC	Cancel / Return

GAME CONTROLS	ACTIONS
Arrow keys	Move characters
End	Camera up
Home	Camera down
Delete	Camera left
Page Down	Camera right
Enter (Numpad)	Switch characters
. (Numpad)	Jump / double jump (while still in the air, press a second time)
0 (Numpad)	Hit enemies / contextual action (grab a block, activate bar faster)
2 (Numpad)	Fend off a blow

1 (Numpad)	Special Action (open padlocks, repair)
0 (Numpad) hold down	Special attack(Selenia and Betameche)
. (Numpad) (2x) + 0 (Numpad)	Round Bash
0 (Numpad) (2x) + 1 (Numpad)	Combo + special finish (Selenia)
5 (Numpad)	Display interface
4 (Numpad)	Display Betameche's Mul-mul detector
3 (Numpad)	Restore life point
Enter/Return	Pause / Pause Menu
8 (Numpad)	Display the goals

CONTROLS - CLIMBING	ACTIONS
Arrow keys toward a ledge + . (Numpad)	Grab onto a ledge
. (Numpad)	If Arthur is hanging from a ledge and can reach another, press this control to stand on the current ledge, then press it again to climb onto the one above.
Left / right arrow keys	Move along a ledge
Left / right arrow keys + . (Numpad)	Jump from one ledge to another
Arrow keys + . (Numpad)	Do a back flip to the opposite ledge
0 (Numpad)	Let go of ledge (when there's another ledge below, Arthur will grab onto it automatically).

CONTROLS - VINES	ACTIONS
Arrow keys	Swing
0 (Numpad) + Arrow keys	Pivot on the vine
. (Numpad)	Grab onto a vine

Note: A lighted counter appears around the Arthur icon when he's hanging from a ledge or vine. If the counter completely disappears ... Arthur will fall! Don't worry, Arthur will get stronger and will be able to hang on for longer periods.

CONTROLS - BATTLE (EXTRA)	ACTIONS
1 (Numpad) + arrow keys	Snatch the enemy's shield (Arthur)
1 (Numpad) (when facing an enemy preparing an attack.)	Counter attack (Arthur and Selenia)
0 (Numpad) + arrow keys	Take down the cage
1 (Numpad) (after an acrobatic bash)	Jump on enemy's shoulders (Arthur). Continue pressing to hit the enemy's head

Battle: Over the course of the adventure, Arthur, Selenia and Betameche's attack capabilities will improve, and they'll become more effective fighters.

CONTROLS - MOGOTH	ACTIONS
0 (Numpad)	Climb on the mogoth
. (Numpad)	Climb off the mogoth
Arrow keys	Choose a route
0 (Numpad)	Confirm the chosen route (on the mogoth)

1 (Numpad)	Keep your balance left
2 (Numpad)	Keep your balance right

CONTROLS – SPORTS CAR	ACTIONS
Left / right arrow keys	Steer the vehicle
. (Numpad)	Accelerate
0 (Numpad)	Pick up momentum on the springboard

CONTROLS – MOSQUITO	ACTIONS
Arrow keys	Aim and move mosquito
0 (Numpad)	Shoot
Hold down 0 (Numpad) + Arrow keys	To lock onto enemy target (maximum of 3) then release to shoot the targets automatically
2 (Numpad) (press quickly)	Go back onto mosquito's back while Arthur is holding the rein

CONTROLS – POLLEN	ACTIONS
0 (Numpad)	To hit the pollen globe and send it to the locked target
1 (Numpad)	To hit the pollen globe high in the air

CONTROLS – LADYBUG / SPIDER	ACTIONS
. (Numpad)	Climb on / off the nacelle
Left / right arrow keys	To direct one way or the other

CONTROLS – CHTOCK GUARDIAN	ACTIONS
0 (Numpad)	Start the sequence
Left / right arrow keys	Turn Betameche's knife
Enter (Numpad)	Knife flip
6 (Numpad) (during sequence) Or . (Numpad) (once the guardian is activated)	Leave Chtock guardian

CONTROLS – TING TONG	ACTIONS
Arrow keys	Resist
0 (Numpad) + arrow keys	Ask for the others help to escape

CONTROLS – TOTEM, KROMINOS, PASHMY	ACTIONS
0 (Numpad) + arrow keys	Move
0 (Numpad) (press quickly)	Ask for other's help to stack objects on top of each other

Note: You can track the progress of your three heroes in the "Extras" Menu and see which moves or special items you have unlocked throughout the game.

SAVE GAME

Throughout the adventure, you will come across game save points that are shaped like big flowers. You can save your game in this area by jumping into the flower. When you restart the game and load your saved game, you will be positioned right beside the last flower where you saved your game.

THE MENUS

Main menu

Story – Before you can start the adventure, you must create a profile. Later you will use this profile to save your game.

Chapters – This menu gives you access to all the levels of your adventure. This will allow you to go back to them later. In this mode, however, you will not be able to save the game.

Options – This is where you can set the various game options.

Credits – To see the names of all the people who participated in the creation of this game.

Pause menu

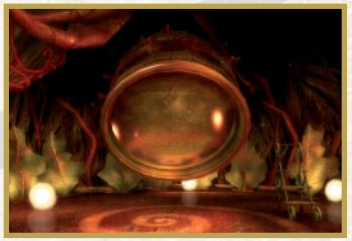
Continue – Go back to the adventure.

Extras – This is where you can view the Minimoy runes that you have collected, as well as bonus cards and details on how much the three heroes have improved.

Options – See "Options" of the Main menu.

Exit – Leave the game.

THE HALL OF THE PASSAGEWAYS



Arthur is a little boy on vacation at his grandmother's. His grandfather disappeared several years before while desperately searching for a fabulous treasure hidden in his garden. As his grandparents' house is soon to be sold and torn down, Arthur searches through his grandfather's old stuff in a corner of the attic.

When all hope seems lost, Arthur finds a way into the world of the Minimoys through a telescope. He is suddenly transported to a strange land where he is only... two millimeters tall!

This place is called the "Hall of the Passageways". This is where you will meet Betameche. Listen closely to what he has to say. He will help you to learn about the game controls and many other things.

Good luck!

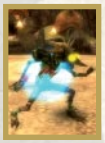
WORKING TOGETHER MAKES IT ALL POSSIBLE!

Arthur won't be going on this terrific adventure all alone. Princess Selenia and her brother Betameche are going with him. You will therefore be controlling a trio of heroes, each with his or her own characteristics. To switch from one hero to another, simply press Enter (Numpad) until you select the character you want. The character whom you select will then be the leader, and will, most of the time, be closely followed by the other two characters. However, the tiny heroes may also become temporarily separated for various reasons.

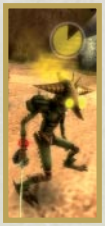
AND DON'T FORGET : WHEN ARTHUR SEEMS HELPLESS, SELENIA OR BETAMECHE CAN MAKE ALL THE DIFFERENCE...

BATTLES

Priority on the holder of the key!



The henchmen have only one goal: capture Minimoys and take them in a cage bound for Necropolis, to use as slaves. You will need to defend yourself against the henchmen and find a way to leave the dangerous zone every time you are attacked, by either retrieving the keys needed to open the door or activating the opening of a passageway.



Attack the enemy until the gauge above his head reads empty and he will fall to the ground, groggy. Hit him with a round bash to eliminate him once and for all.

In the case of a monster henchman, the strongest and toughest of them all, once his gauge is empty, you will need to follow the instructions that will appear on the screen to defeat him.

Opening doors:

When you neutralize a henchman in possession of a key, the key is automatically transferred to you. To use a key, you must go to the padlock and press 1 (Numpad).

NOTE: Be careful, when a hero is opening a padlock, he or she is vulnerable!

Captured heroes:

When one of the heroes is captured, that character's image changes slightly to indicate this. Find and attack the henchman until he releases his prey.

NOTE: Some henchmen may "pass" their prisoner to each other.

One of the heroes may also have to climb onto the cage to free their companion. To do this, run to the cage and jump onto it. Once you're on the cage, hold down 0 (Numpad) and press left / right arrow keys until the cage comes off the hook.

The cage is hoisted out of reach, the game is over!

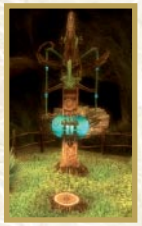
GAME SCREEN

The interface only appears when it is necessary.

1 Character icons (also show the life points)
2 Life gauges of the henchmen and mosquitoes
3 Number of dragonfly eggs
4 Number of mul-muls
5 Trapeze vine counter
6 Climbing counter
7 Pollen counter
8 Key counter
9 Mechanism counter

SPECIAL ACTIONS AND MECHANISMS

Mechanisms:

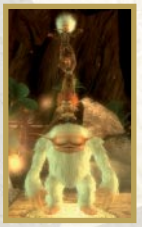


Next to certain objects, characters or particular places, you will see instructions appear for a particular action to be carried out. Place your leader on the correct side of the object and press the button indicated to trigger the action.

The special actions are carried out by several heroes. (For example: pushing, pulling something heavy or stacking objects on top of each other.)

Sometimes you will have to choose a particular hero to be able to make certain mechanisms work. In such cases, the icon of this hero will light up to indicate this.

Transportation:



From time to time, you will need to use various means of transportation to get around, like riding a mogoth, a ladybug or a spider.

The pollen globes:

Certain insects are very fond of pollen and are useless unless you feed them pollen. Stomp your foot in a plant to release a pollen globe, then move the pollen to the insect that you want to feed with the pollen globe stuck to your foot. Once you are near the insect, a target will appear for you to aim with, hit the pollen globe 0 (Numpad) to send it directly into the mouth of the insect. If you want to send it in another direction, press 1 (Numpad). Be careful, as with climbing, you only have a certain amount of time to use the pollen globe.

NOTE: You may also use the pollen globe for other things...

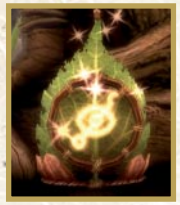
Dragonfly eggs

Collect dragonfly eggs. They will allow you win back life points, or to repair elements of the surroundings by pressing 1 (Numpad).

Note: When Arthur is riding a mosquito, you have to shoot at the eggs to get them, flying over them is not enough! Also, as Arthur improves, he will get bigger and bigger bags to carry even more eggs.

SECONDARY QUESTS

Free as many mul-muls as possible! They will enable you to gain access to areas where you can retrieve Minimoy runes that will unlock cards that give you information about the characters in the game.



Be very careful. Mouf-moufs often lurk on either side of secret passages.

NOTE:
The mouf-moufs are replaced by braziers in the henchman world.

CHARACTERS

Arthur

Arthur is not a Minimoy by birth and he is only just discovering the world around him. He is deeply in love with Princess Selenia and is always very chivalrous and romantic toward her.

Arthur is the acrobat and pilote of the group. He can climb, use the trapeze vines, fly mosquitoes and even drive a... sports car!

Selenia

She is the princess of the kingdom of the Minimoys. Destined to save her people from the threat of the henchmen, she has been trained in the art of combat and expertly wields a sword. She does her best to conceal her feelings and hides behind the protocol that befits her rank. She has noticed Arthur's attraction to her and, as would any princess worthy of that name, she uses and abuses it. Often bad tempered, she directs most of her animosity toward her little brother, with whom she acts like a regular pain in the neck.

Betameche

Selenia's little brother worships Arthur, but never misses an opportunity to jeer at his sister, and this is one thing they have in common. Naturally awkward, he regularly ends up as the straggler of the group. Betameche carries with him an impressive number of objects stored in a huge backpack. sometimes even open special doors and be used to perform other amazing tasks!

M

A terrible threat looms over the kingdom of the Minimoys! A malevolent being lives in Necropolis, the terrible lair of the henchmen. Nothing is known of him, except that he is the master of the henchmen and is truly evil!

Henchmen

There are several kinds of henchmen, some stronger than others, but all as dangerous and mean as the next. However, keep a sharp eye out for the most dangerous of them all: the monster henchman. With his armour and his enormous mace, he is a most formidable adversary!

Flying henchman guard

Watch out for its aerial attacks!

Centipede

Its size and strength will allow you to break the boulders that block your way. Warning: the centipede is a gigantic adversary... Nevertheless, you may find a way to make it your ally...

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Based on Luc Besson 's movie
"Arthur and the Minimoys"

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A Game Directed by Jean-Marie Nazaret

LÄS MIG-FILEN:

DVD-skivan med ARTHUR OCH MINIMOJERNA innehåller en Läs mig-fil som förklarar villkoren för användning av programvaran och innehåller uppdaterad information om spelet. Vi rekommenderar att du läser igenom denna information så att du kan ta del av de förbättringar som gjorts efter publicering av denna handbok. Du når filen genom att klicka på Start-knappen i Windows® aktivitetsfält, sedan på Alla program /Atari/Arthur and the Minimoys/Readme.txt

INSTALLATION

- Starta Windows® 98/Me/2000SP2/XP. Stäng av alla program som körs.
- Sätt i installations-DVD:n för Arthur i DVD-läsaren.
- Om AutoRun-funktionen är aktiverad visas installationsskärmen. Följ instruktionerna på skärmen för att installera spelet. Om AutoRun-funktionen inte är aktiverad klickar du på Start-knappen i Windows® aktivitetsfält och klickar sedan på Kör. Skriv D:\Setup och klicka på OK.

Obs! Om din DVD-läsare har tilldelats en annan bokstav än "D" anger du den bokstaven i stället.

- Följ instruktionerna på skärmen för att installera spelet.

Obs!

- Du måste lämna spel-DVD:n med Arthur i DVD-läsaren.

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Installera DirectX®

Arthur kräver DirectX® 9.0c eller senare för att fungera. Om du inte har DirectX® 9.0c eller en senare version installerad klickar du på "Ja" för att acceptera licensvillkoren för DirectX® 9.0c. Installationen av DirectX® 9.0c startas automatiskt.

KONTROLLER

Detta är en standardkonfiguration. Om du vill ändra konfigurationen går du till Alternativ-menyn och väljer Kontroller. Om du spelar med joystick kan du inte ändra standardkonfigurationen om inte din joystick har en kalibreringsfunktion med automatisk centrering.

KONTROLLER PÅ MENYER	ÅTGÄRDER
Piltangenter	Navigera i menyerna
Retur	Godkänn / Välj
Enter	Avbryt / Återgå

SPELKONTROLLER	ÅTGÄRDER
Piltangenter	Flytta karaktärer
End	Kamera uppåt
Home	Kamera nedåt
Del	Kamera vänster
Page Down	Kamera höger
Enter (NumPad)	Växla karaktär
. (NumPad)	Hopp / dubbelhopp (tryck en gång till när karaktären är i luften)
0 (NumPad)	Krossa fiender / sammanhangsberoende åtgärd (fatta tag i ett block, aktivera bom snabbare)
2 (NumPad)	Parera ett slag
1 (NumPad)	Specialåtgärd (öppna hänglås, reparera)
0 (NumPad), håll ned	Specialattack(Selenia och Pysen)
. (Num.pad) (2x) + 0 (NumPad)	Rundpall
0 (NumPad) (2x) + 1 (NumPad)	Kombination + specialavslutning (Selenia)
5 (NumPad)	Visa gränssnitt
4 (NumPad)	Visa Pysens kompass
3 (NumPad)	Återställ livspoäng
Enter	Paus / Pausmenyn
8 (NumPad)	Visa mål

KONTROLLER - KLÄTTRING.	ÅTGÄRDER
Piltangenter mot en kant + . (NumPad)	Fatta tag i en kant
. (NumPad)	Om Arthur hänger i en kant kan han nå en annan kant längre upp. Tryck på . (NumPad) för att fatta tag och tryck sedan på . (NumPad) igen för att klättra.
Vänster / höger piltangent	Förflyttning längs en kant
Vänster / höger piltangent + . (NumPad)	Hoppa från en kant till en annan
Piltangenter + . (NumPad)	Gör en bakåtvolt till motsatt kant
0 (NumPad)	Släpp taget (om Arthur släpper taget och det finns något annat att fatta tag i nedanför kommer han automatiskt att fatta tag i det).

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KONTROLLER – KLÄNGVÄXTER	ÅTGÄRDER
Piltangenter	Svinga
0 (NumPad) + Piltangenter	Vänd på rankan
. (NumPad)	Fatta tag i en ranka

OBS! En upplyst räknare visas runt Arthur-ikonen när han hänger från en kant eller ranka. Om räknaren försvinner helt ... kommer Arthur att falla ned. Oroa dig inte, Arthur blir starkare efter hand och kommer gradvis att kunna hänga kvar längre.

KONTROLLER – STRID	ÅTGÄRDER
1 (NumPad) + piltangenter	Rycka åt sig fiendens sköld (Arthur)
1 (NumPad) (när du ställs inför en fiende)	Motattack (Arthur och Selenia)
0 (NumPad) + piltangenter	Ta ned buren
1 (NumPad) (efter en akrobatisk smäll)	Hoppa upp på fiendens axlar (Arthur) Fortsätt trycka för att slå fienden i huvudet

STRID:

Under äventyret förbättras Arthurs, Selenias och Pysens attackförmåga och de blir mer effektiva kämpar.

KONTROLLER – MOGOTH.	ÅTGÄRDER
. (NumPad)	Klättra upp på/av mogothen
Piltangenter	Välj en väg.
1 (NumPad)	Håll balansen vänster
2 (NumPad)	Håll balansen höger

KONTROLLER – SPORTBIL:	ÅTGÄRDER
Vänster / höger piltangent	Styr fordonet
. (NumPad)	Gasa
0 (NumPad)	Få mer fart på språngbrädan

KONTROLLER – MOSKIT	ÅTGÄRDER
Piltangenter	Sikta och förflytta moskiten
0 (NumPad)	Skjut
Håll ned 0 (NumPad) + Piltangenter	Lås på fiendemål (max 3) och släpp upp för att automatiskt skjuta på målen.
2 (NumPad) (tryck frenetiskt)	Klättra tillbaka upp på moskiten medan Arthur håller i tyglarna

KONTROLLER – POLLEN.	ÅTGÄRDER
0 (NumPad)	Slå pollengloben direkt till det låsta målet
1 (NumPad)	Slå upp pollengloben högt i luften

KONTROLLER – NYCKELPIGA / SPINDEL	ÅTGÄRDER
0 (NumPad)	Klättra upp i / ur korgen
Vänster / höger piltangent	Styr åt det ena eller andra hållet

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KONTROLLER - CHTOCK-VAKTEN	ÅTGÄRDER
0 (NumPad)	Starta sekvensen
Vänster / höger piltangent	Vrid Pysens kniv
Retur (NumPad)	Knivvändning
6 (NumPad) (under sekvensen) Eller . (NumPad) (när vakten är aktiverad)	Lämna Chtock-vakten

KONTROLLER - TING TONG	ÅTGÄRDER
Piltangenter	Stå emot
0 (NumPad) + piltangenter	Be om de andras hjälp för att fly

KONTROLLER - TOTEM, KROMINOS, PASHMI	ÅTGÄRDER
0 (NumPad) + piltangenter	Flytta
0 (NumPad) (tryck frenetiskt)	Be om andras hjälp att stapla föremål på varandra

OBS! Du kan följa dina tre hjältars framsteg på "Extra"-menyn och se vilka attacker eller särskilda föremål du har låst upp under spelets gång.

SPARA SPELET

Under äventyret stöter du på stora blommor där du kan spara spelet. Du kan spara spelet här genom att hoppa in i blomman. När du startar om spelet och laddar det sparade spelet börjar du precis intill den blomma där du senast sparade spelet.

VIGTIG-FILEN:

DVD-ROM'en med spillet Arthur and the Minimoys indeholder en vigtig-fil, der forklarer forholdene vedrørende brug af softwaren og giver opdaterede oplysninger om spillet. Vi anbefaler, at du giver dig tid til at læse disse oplysninger, så du kan bruge de forbedringer, der er foretaget efter manualen blev udgivet. Du får adgang til filen ved at klikke på Start-knappen på Windows® på proceslinjen. Herefter klikker du på Programmer/Atari/Arthur and the Minimoys/Readme.txt

INSTALLATION

- Start Windows® 98/Me/2000SP2/XP. Luk alle programmer, der kører.
- Sæt installationsdvd'en med Arthur i dvd-drevet.
- Hvis AutoRun-funktionen er slået til, kommer installationsskærmen frem. Følg vejledningen på skærmen for at installere spillet. Hvis AutoRun-funktionen ikke er aktiveret, skal du klikke på Start-knappen på Windows® proceslinjen og herefter klikke på Kør. Indtast D:\Setup, og klik på OK.

BEMÆRK: Hvis dit dvd-drev er tildelt et andet bogstav end "D", så skal du indtaste det i stedet.

- Følg vejledningen på skærmen for at installere spillet.

BEMÆRKNINGER:

- For at spille skal du lade Arthur-spildvd'en sidde i dit dvd-drev.

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Sådan installeres DirectX®

Arthur kræver DirectX® 9.0c eller nyere for at fungere. Hvis du ikke har DirectX® 9.0c eller nyere installeret, skal du klikke på "Yes" for at acceptere vilkårene i DirectX® 9.0c licensaftale. Installationen af DirectX® 9.0c starter automatisk.

STYREFUNKTIONER

Dette er en standardkonfiguration. For at ændre konfigurationen skal du under menuen Funktioner vælge Styrefunktioner. Hvis du bruger et joystick, kan du ikke ændre standardkonfigurationen, hvis dit joystick ikke har en funktion til auto-center-kalibrering.

STYREFUNKTIONER I MENUER	HANDLINGER
Piletaster	Navigering i menuerne
Enter	Bekræfte/vælge
ESC	Annullere/Vende tilbage

SPILLETS STYREFUNKTIONER	HANDLINGER
Piletaster	Flytte figurer
End	Kamera op
Home	Kamera ned
Del	Kamera til venstre
Page Down	Kamera til højre
Enter (numerisk tastatur)	Skift figurer
. (numerisk tastatur)	Hop/dobbelt hop (mens i luften, trykkes endnu en gang)
0 (numerisk tastatur)	Smadr fjender/handling med omverden (grib en blok, aktiver bjælkehastighed)
2 (numerisk tastatur)	Afværg et slag
1 (numerisk tastatur)	Særlig handling (åbne hængelåse, reparere)
0 (numerisk tastatur) hold nede	Særlig angreb (Selenia og Betameche)
. (numerisk tastatur) 2x) + 0 (numerisk tastatur)	Cirkelslag
0 (numerisk tastatur) 2x) + 1 (numerisk tastatur)	Kombi + særlig færdighed (Selenia)
5 (numerisk tastatur)	Vis interface
4 (numerisk tastatur)	Vis Betameches kompas
3 (numerisk tastatur)	Genopret energi
ESC	Pause/pausemenu
8 (numerisk tastatur)	Vis målene

STYREFUNKTIONER - KLATRING	HANDLINGER
Piletaster mod en kant + . (numerisk tastatur)	Grib fast i en kant
. (numerisk tastatur)	Hvis Arthur hænger fra en kant, kan han nå endnu en kant længere oppe. Tryk på . (numerisk tastatur) for at gribe fast, og tryk så . (numerisk tastatur) igen for at klatre.
Venstre/højre piletaster	Flyt langs en kant
Venstre/højre piletaster + . (numerisk tastatur)	Hop fra en kant til en anden
Piletaster + . (numerisk tastatur)	Lag en baglæns salto til modsatte kant
0 (numerisk tastatur)	Slipper (hvis Arthur slipper, og der er et andet sted at gribe fast under ham, så griber han automatisk fast i det).

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STYREFUNKTIONER - KLATREPLANTER	HANDLINGER
Piletaster	Sving
0 (numerisk tastatur) + Piletaster	Sving op på klatreplanten
. (numerisk tastatur)	Grib fast i en klatreplante Bemærk Der kommer en blinkende tæller frem rundt om Arthurs ikon, når han hænger fra en kant eller klatreplante. Hvis tælleren helt forsvinder ... så falder Arthur. Bare rolig. Arthur bliver stærkere som tiden går, og han vil lidt efter lidt kunne hænge i længere tid af gangen.

STYREFUNKTIONER - I KAMP	HANDLINGER
1 (numerisk tastatur) + piletaster	Snub fjendens skjold (Arthur)
1 (numerisk tastatur) (når man er over for en fjende)	Modangreb (Arthur og Selenia)
0 (numerisk tastatur) + piletaster	Få buret ned
1 (numerisk tastatur) (efter et akrobatisk slag)	Hop op på fjendens skuldre (Arthur). Fortsæt med at trykke for at slå fjendens hoved

KAMP:

I løbet af eventyret, forbedres Arthur, Selenia og Betameches angrebsevner, og de bliver mere effektive krigere.

STYREFUNKTIONER- MOGOTH	HANDLINGER
. (numerisk tastatur)	Stig på/af Mogoth
Piletaster	Vælg en rute
1 (numerisk tastatur)	Hold balancen til venstre
2 (numerisk tastatur)	Hold balancen til højre

STYREFUNKTIONER - SPORTSBIL	HANDLINGER
Venstre/højre piletaster	Styr bilen
. (numerisk tastatur)	Accelerer
0 (numerisk tastatur)	Få mere fremdrift på springbrættet

STYREFUNKTIONER - MOSKITO	HANDLINGER
Piletaster	Sigt og flyt moskitoen
0 (numerisk tastatur)	Skyd
Hold 0 (numerisk tastatur) nede + Piletaster	Lås fast på fjendemål (maks. 3) og slip for at skyde mod målet automatisk
2 (numerisk tastatur) (tryk som besat)	Gå tilbage til moskitoens ryg, mens Arthur holder tøjlen

STYREFUNKTIONER - POLLEN	HANDLINGER
0 (numerisk tastatur)	For at ramme et pollenkorn og sende det direkte ind i insektets mund
1 (numerisk tastatur)	For at slå et pollenkorn højt op i luften

STYREFUNKTIONER - MARIEHØNE/EDDERKOP	HANDLINGER
. (numerisk tastatur)	Stig på/af broen
Venstre/højre piletaster	For at styre den ene eller anden

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STYREFUNKTIONER - CHTOCK-VAGT	HANDLINGER
0 (numerisk tastatur)	Start sekvensen
Venstre/højre piletaster	Vend Betameches kniv
Enter (numerisk tastatur)	Svirp kniven
6 (numerisk tastatur) (under sekvensen) Eller . (numerisk tastatur) (når vagten er aktiveret)	Forlad Chtock-vagt

STYREFUNKTIONER - TING TONG	HANDLINGER
Piletaster	Modstå
0 (numerisk tastatur) + piletaster	Bed om andres hjælp til at flygte

STYREFUNKTIONER - TOTEM, KROMINOS, PASHMY	HANDLINGER
0 (numerisk tastatur) + piletaster	Flyt
0 (numerisk tastatur) (tryk som besat)	Bed andre om hjælp til at stable objekter ovenpå hinanden

Bemærk: Du kan se spilforløbet for dine tre helte under menuen "Extras" og se hvilke træk eller særlige genstande, du har låst op under spillet.

GEM SPIL

Under eventyret vil du støde på en række steder, der ligner store blomster, hvor du kan gemme spillet. Du kan gemme spillet her ved at hoppe op på blomsten. Når du genstarter spillet og indlæser det gemte spil, vil du stå lige ved siden af den sidste blomst, hvor du gemte spillet.

README-FILEN:

DVD-ROM-platen for spillet Arthur and the Minimoys inneholder en Readme-fil som forklarer bruksvilkårene for programvaren og gir oppdatert informasjon om spillet. Vi anbefaler sterkt at du du tar deg tid til å lese denne informasjonen slik at du kan dra nytte av forbedringene som er gjort etter at denne håndboken ble utgitt.
Du åpner denne filen ved å klikke Start-knappen på Windows®-oppgavelinjen, og deretter klikker du Alle programmer /Atari/Arthur and the Minimoys/Readme.txt

INSTALLERING

- Start Windows® 98/Me/2000SP2/XP. Lukk alle programmer som er åpne.
- Sett inn installasjons-DVD-ROMen for Arthur i DVD-ROM-stasjonen.
- Hvis Autokjør-funksjonen er aktivert, vil installasjonsskjermbildet bli vist. Følg instruksjonene på skjermen for å installere spillet. Hvis Autokjør-funksjonen ikke er aktivert, klikker du Start-knappen på Windows®-oppgavelinjen og klikker Kjør. Skriv inn D:\Setup og klikk OK.

MERK: Hvis DVD-ROM-stasjonen din har en annen bokstav enn "D", skriver du denne bokstaven i stedet.

- Følg instruksjonene på skjermen for å installere spillet.

MERKNADER:

- Når du spiller, må spill-DVDen for Arthur stå i DVD-ROM-stasjonen.

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Installere DirectX®

Arthur krever DirectX® 9.0c eller en senere versjon for å fungere. Hvis du ikke har DirectX® 9.0c eller en senere versjon installert, klikker du "Yes" (Ja) for å godta vilkårene i lisenskontrakten for DirectX® 9.0c. Installasjonen av DirectX® 9.0c blir startet automatisk.

KONTROLLER

Dette er en standardkonfigurasjon. Hvis du vil endre konfigurasjonen, går du til menyen Options (Innstillinger) og velger Controls (Kontroller). Hvis du spiller med en joystick, kan du ikke endre standardkonfigurasjonen hvis joysticken ikke har en kalibreringsfunksjon for automatisk midtstilling.

KONTROLLER I MENY	HANDLINGER
Piltaster	Navigere i menyene
Enter	Bekrefte / velge
ESC	Avbryte / gå tilbake

KONTROLLER - SPILL	HANDLINGER
Piltaster	Bevege figurer
End	Kamera opp
Home	Kamera ned
Del	Kamera til venstre
Page Down	Kamera til høyre
Enter (Num.tast)	Bytte figur
. (Num.tast)	Hoppe / dobbelthoppe (trykk en gang til mens du er i luften)
0 (Num.tast)	Slå fiender / handling i situasjonen (gripe en blokk, aktivere raskere)
2 (Num.tast)	Forsvare seg mot slag
1 (Num.tast)	Spesialhandling (åpne låser, reparere)
0 (Num.tast) hold nede	Spesialangrep (Selenia og Betameche)
. (Num.tast) (2x) + 0 (Num.tast)	Rundslag
0 (Num.tast) (2x) + 1 (Num.tast)	Kombo + spesialavslutning (Selenia)
5 (Num.tast)	Vise grensesnitt
4 (Num.tast)	Vise kompasset til Betameche
3 (Num.tast)	Gjenvinne energi
ESC	Pause / pausemenyen
8 (Num.tast)	Vise målene

KONTROLLER - KLATRING	HANDLINGER
Piltastene mot en avsats + . (Num.tast)	Gripe tak i en avsats
. (Num.tast)	Hvis Arthur henger fra en avsats, kan han nå tak i en annen avsats lengre oppe. Trykk . (Num.tast) for å gripe tak, og trykk deretter . (Num.tast) igjen for å klatre.
Venstre / høyre piltast	Bevege seg langs en avsats
Venstre / høyre piltast + . (Num.tast)	Hoppe fra én avsats til en annen
Piltaster +. (Num.tast)	Ta baklengs salto til motsatt avsats
0 (Num.tast)	Slippe (hvis Arthur slipper og det er en annen hånd under ham, vil han gripe tak i den automatisk).

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KONTROLLER - BUSKER	HANDLINGER
Piltaster	Svinge
0 (Num.tast) + Piltaster	Snu deg rundt på busken
. (Num.tast)	Gripe tak i en busk
Merk	Det kommer en opplyst teller rundt Arthur-ikonet når han henger fra en avsats eller busk. Hvis telleren forsvinner helt ... detter Arthur ned. Men ingen fare, Arthur vil bli sterkere etter hvert og vil gradvis klare å holde seg fast lenger.

KONTROLLER - KAMP	HANDLINGER
1 (Num.tast) + piltaster	Stjele fiendens skjold (Arthur)
1 (Num.pad) (foran en fiende)	Motangrep (Arthur og Sélénia)
0 (Num.tast) + piltaster	Ta ned buret
1 (Num.pad) (etter et akrobatisk angrep)	Hoppe opp på fiendens skuldre (Arthur). Fortsett å trykke for å treffe fienden i hodet

KAMP:

Etter hvert som historien utspiller seg, vil Arthur, Selenia og Betameche bli flinkere til å angripe, og de blir mer effektive slåsskjemper.

KONTROLLER - MOGOTH	HANDLINGER
. (Num.tast)	Klatre på / av mogothen
Piltaster	Velge en rute
1 (Num.tast)	Holde balansen til venstre
2 (Num.tast)	Holde balansen til høyre

KONTROLLER - SPORTSBIL	HANDLINGER
Venstre / høyre piltast	Styre bilen
. (Num.tast)	Gass
0 (Num.tast)	Få kraft fra springbrettet

KONTROLLER - MYGG	HANDLINGER
Piltaster	Sikte og bevege myggen
0 (Num.tast)	Skyte
Hold nede 0 (Num.tast) + Piltaster	For å låse siktet på et fiendtlig mål (maks. 3), og så slipp for å skyte målene automatisk
2 (Num.tast) (trykk frenetisk)	Gå opp på igjen ryggen til myggen mens Arthur holder tømmene

KONTROLLER - POLLEN	HANDLINGER
0 (Num.tast)	Slå pollenkulen og sende den rett inn i munnen på insektet
1 (Num.tast)	Slå pollenkulen høyt opp i luften

CONTROLS - MARIHØNE / EDDERKOPP	HANDLINGER
. (Num.tast)	Klatre opp på / ned fra broen
Venstre / høyre piltast	Styre den ene eller den andre

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CONTROLS - CHTOCK-VAKT	HANDLINGER
0 (Num.tast)	Starte sekvensen
Venstre / høyre piltast	Dreie kniven til Betameche
Enter (Num.tast)	Kniv-flipp
6 (Num.tast) (under sekvens) eller . (Num.tast) (når vakten er aktivert)	Forlate Chtock-vakten

KONTROLLER - TING TONG	HANDLINGER
Piltaster	Motstand
0 (Num.tast) + piltaster	Be om andres hjelp til å flykte

KONTROLLER - TOTEM, KROMINOS, PASHMY	HANDLINGER
0 (Num.tast) + piltaster	Flytte
0 (Num.tast) (trykk frenetisk)	Be om andres hjelp til å stable ting oppå hverandre

Merk: Du kan spore fremgangen til de tre heltene på "Extras"-menyen og se hvilke teknikker eller spesialgjenstander du har låst opp i spillet.

LAGRE SPILLET

Gjennom hele spillet vil du finne lagringspunkt utformet som store blomster. Her kan du lagre spillet her ved å hoppe inn i blomsten. Når du starter spillet på nytt og laster inn et lagret spill, dukker du opp rett ved siden av den siste blomsten der du lagret spillet.

README-TIEDOSTO:

Arthur and the Minimoys -pelin DVD-ROM sisältää Readme-tiedoston, jossa selitetään ohjelmiston käyttöedellytykset ja annetaan päivitettyjä tietoja pelistä. On erittäin suositeltavaa lukea nämä tiedot, jotta voit hyötyä tämän käyttöoppaan julkaisun jälkeen tehdyistä parannuksista. Voit avata tiedoston napsauttamalla Käynnistä-painiketta Windows®in tehtäväpalkissa ja valitsemalla sitten Kaikki ohjelmat/Atari/Atari/Arthur and the Minimoys/Readme.txt

ASENNUS

- Käynnistä Windows® 98/Me/2000SP2/XP. Sulje kaikki käynnissä olevat sovellukset.
- Laita Arthur-pelin asennus?DVD-ROM-levy tietokoneen DVD-ROM-asemaan.
- Jos automaattinen käynnistys on käytössä, esille pitäisi tulla asennusruudun. Asenna peli seuraamalla näytölle tulevia ohjeita. Jos automaattinen käynnistys ei ole käytössä, napsauta Windows®in tehtäväpalkin Käynnistä-painiketta ja valitse Suorita. Kirjoita D:\Setup ja napsauta OK-painiketta.

HUOMAA: Jos DVD-ROM-aseman kirjain on jokin muu kuin "D", käytä sitä "D":n sijasta.

- Asenna peli seuraamalla näytölle tulevia ohjeita.

HUOMAA:

- Voit pelata vain, jos Arthur-pelin peli-DVD on DVD-ROM-asemassa.

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DirectX®:n asentaminen

Arthur edellyttää DirectX® 9.0c:tä tai uudempaa versiota. Jos tietokoneelle ei ole asennettuna vähintään DirectX® 9.0c, valitse Kyllä hyväksyäksesi DirectX® 9.0c:n käyttöoikeussopimuksen ehdot. DirectX® 9.0c:n asennus käynnistyy automaattisesti.

OHJAIMET

Nämä ovat oletusasetukset. Jos haluat muuttaa asetuksia, valitse Options (Asetus) -valikosta Controls (Ohjaimet). Jos pelaat peliohjaimella, et voi muuttaa oletusasetuksia, ellei peliohjain tue automaattisen keskittämisen kalibrointia.

VALIKKO-OHJAIMET	TOIMINNOT
Nuolinäppäimet	Valikkojen selaus
Enter	Vahvista/Valitse
ESC	Peruuta/Edellinen

PELIOHJAIMET	TOIMINNOT
Nuolinäppäimet	Liikuta hahmoja
End	Kamera ylös
Home	Kamera alas
Del	Kamera vasemmalle
Page Down	Kamera oikealle
Enter (numeronäppäimistö)	Vaihda hahmoja
. (numeronäppäimistö)	Hyppy/kaksoishyppy (paina ilmassa toisen kerran)
0 (numeronäppäimistö)	Murskaa vihollisia/tilanteen mukainen toiminto (tartu lohkareeseen, aktivoi palkki nopeammin)
2 (numeronäppäimistö)	Torju isku
1 (numeronäppäimistö)	Erikoistoiminto (avaa munalukko, korjaa)
0 (numeronäppäimistö) painettuna	Erikoishyökkäys (Selenia ja Betameche)
. (numeronäppäimistö) (2 x) + 0 (numeronäppäimistö)	Kaari-isku
0 (numeronäppäimistö) (2 x) + 1 (numeronäppäimistö)	Yhdistelmä + erikoislopetus (Selenia)
5 (numeronäppäimistö)	Näytä käyttöliittymä
4 (numeronäppäimistö)	Näytä Betamechen kompassi
3 (numeronäppäimistö)	Palauta energia
ESC	Tauko/taukovalikko
8 (numeronäppäimistö)	Näytä tavoitteet

OHJAIMET - KIIPEÄMINEN	TOIMINNOT
Nuolinäppäimet kohti kielekettä + . (numeronäppäimistö)	Tartu kielekkeeseen
. (numeronäppäimistö)	Jos Arthur riippuu kielekkeestä, hän voi kurkottaa ylempänä olevaan kielekkeeseen. Paina numeronäppäimistön "."-näppäintä tarttuaksesi ja paina sitten samaa näppäintä uudelleen kiivetäksesi.
Vasen/oikea nuolinäppäin	Liiku kielekettä pitkin
Vasen/oikea nuolinäppäin + . (numeronäppäimistö)	Hyppää kielekkeeltä toiselle
Nuolinäppäimet + . (numeronäppäimistö)	Tee takavoltti vastakkaiselle kielekkeelle
0 (numeronäppäimistö)	Päästä irti (jos Arthur päästää irti ja alempana on toinen tarttumakohta, hän tarttuu siihen automaattisesti).

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OHJAIMET - KÖYNNÖKSET	TOIMINNOT
Nuolinäppäimet	Keinu
0 (numeronäppäimistö) + nuolinäppäimet	Pyörähdä köynnöksen varassa
. (numeronäppäimistö)	Tartu köynnökseen

Huomaa: Valaistu laskuri ilmestyy Arthur-kuvakkeen ympärille, kun Arthur roikkuu kielekkeeltä tai köynnöksestä. Jos laskuri katoaa kokonaan ... Arthur putoaa. Älä huoli, Arthur vahvistuu ajan mittaan ja pystyy roikkumaan pitempiä aikoja.

OHJAIMET- TAISTELU	TOIMINNOT
1 (numeronäppäimistö) + nuolinäppäimet	Sieppaa vihollisen kilpi (Arthur)
1 (numeronäppäimistö) (kasvotusten vihollisen kanssa)	Vastahyökkäys (Arthur ja Sélénia)
0 (numeronäppäimistö) + nuolinäppäimet	Hajota häkki
1 (numeronäppäimistö) (akrobaattisen iskun jälkeen)	Hyppää vihollisen hartioille (Arthur) Jatka painamista lyödäksesi vihollisen päätä

Taistelu: Seikkailun kuluessa Arthurin, Selenian ja Betamechen hyökkäyskyvyt parantuvat ja heistä tulee tehokkaampia taistelijoita.

OHJAIMET - MOGOTH	TOIMINNOT
. (numeronäppäimistö)	Kiipeä mogothin päälle/pois mogothin päältä
Nuolinäppäimet	Valitse reitti
1 (numeronäppäimistö)	Pidä tasapaino vasemmalla
2 (numeronäppäimistö)	Pidä tasapaino oikealla

OHJAIMET - URHEILUAUTO	TOIMINNOT
Vasen/oikea nuolinäppäin	Ohjaa autoa
. (numeronäppäimistö)	Kiihdytä
0 (numeronäppäimistö)	Ota vauhtia ponnahduslaudalla

OHJAIMET - MOSKIITTO	TOIMINNOT
Nuolinäppäimet	Suuntaa moskiitto ja liikuta sitä
0 (numeronäppäimistö)	Heitä
Pidä alhaalla 0 (numeronäppäimistö) + nuolinäppäimet	Voit lukittua viholliskohteisiin (enintään kolmeen). Vapauttamalla näppäimen ammut kohteita automaattisesti.
2 (numeronäppäimistö) (paina raivokkaasti)	Palaa moskiiton selkään Arthurin pidellessä ohjaksia

OHJAIMET - SIITEPÖLY	TOIMINNOT
0 (numeronäppäimistö)	Lyö siitepölypalloa ja lähetä se suoraan hyönteisen suuhun
1 (numeronäppäimistö)	Lyö siitepölypalloa korkealla ilmassa

OHJAIMET - LEPPÄKERTTU/HÄMÄHÄKKI	TOIMINNOT
. (numeronäppäimistö)	Kiipeä sillalle/sillalta
Vasen/oikea nuolinäppäin	Valitse ohjattava hyönteinen

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OHJAIMET - CHTOCK-VARTIJA	TOIMINNOT
0 (numeronäppäimistö)	Aloita jakso
Vasen/oikea nuolinäppäin	Käännä Betamechen veistä
Enter (numeronäppäimistö)	Veitsen pyöräytys
6 (numeronäppäimistö) (jakson aikana) tai . (numeronäppäimistö) (kun vartija on aktivoitu)	Lopeta Chtock-vartija-tila

OHJAIMET - TING TONG	TOIMINNOT
Nuolinäppäimet	Vastarinta
0 (numeronäppäimistö) + nuolinäppäimet	Pyydä apua pakenemiseen

OHJAIMET - TOTEEMI, KROMINOS, PASHMY	TOIMINNOT
0 (numeronäppäimistö) + numeronäppäimet	Liikuta
0 (numeronäppäimistö) (paina raivokkaasti)	Pyydä apua esineiden pinoamiseksi päällekkäin

Huomaa: Voit seurata kolmen sankarisi edistymistä Extras (Ekstrat) -valikossa ja katsoa, mitä liikkeitä tai erikoiskohteita olet vapauttanut pelin aikana.

PELIN TALLENTAMINEN

Koko pelin ajan kohtaat suuren kukan muotoisia pelintallennuskohtia. Voit tallentaa pelisi tällaisella alueella hyppäämällä kukkaan. Kun aloitat pelin uudelleen ja lataat tallennetun pelin, huomaat olevasi aivan sen kukan vieressä, jossa viimeksi tallensit pelin

O FICHEIRO README:

O DVD-ROM do jogo Arthur and the Minimoys contem um ficheiro Readme que explica as condições de utilização do programa e fornece infirmação actualizada sobre o jogo. Recomendamos vivamente que uses algum tempo para ler esta informação, de forma a poderes beneficiar dos melhoramentos feitos depois da publicação deste manual. Para acederes a este ficheiro, clica no botão Start na barra de tarefas do Windows®, depois clica em Todos os programas / Atari /Atari/Arthur and the Minimoys/Readme.txt

INSTALAÇÃO

- Inicia o Windows® 98/Me/2000SP2/XP. Fecha todas as outras aplicações que estejam a ser executadas.
- Introduz o DVD-ROM de instalação do Arthur na drive de DVD-ROM.
- Se a função AutoRun estiver activada. O ecrã de instalação deverá aparecer. Segue as instruções do ecrã para instalares o jogo. Se a função AutoRun não estiver instalada, clica no botão Start na barra de tarefas do Windows® e depois clica em Executar. Introduz D:\Setup e clica em OK.

NOTA: Se a tua drive de DVD-ROM tiver atribuída outra letra diferente de "D", introduz antes essa letra.

- Segue as instruções do ecrã para instalares o jogo.

NOTAS:

- Para jogares, tens que deixar o DVD do jogo do Arthur na tua drive de DVD-ROM.

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Instalar o DirectX®

O Arthur necessita do DirectX® 9.0c ou versão posterior para funcionar. Se não tens o DirectX® 9.0c ou uma versão posterior instalado, clica em "Yes" para aceitares os termos de utilização do contrato de licença do DirectX® 9.0c. A instalação do DirectX® 9.0c terá início automaticamente.

COMANDOS

Esta é uma configuração definida por defeito. Para mudares a configuração, vai ao menu de Opções e escolhe Comandos.Se jogares com um joystick não terás a possibilidade de alterar a configuração definida por defeito se o teu joystick não tiver uma funcionalidade de calibração automática do centro.

COMANDOS EM MENUS	ACÇÕES
Teclas das setas	Navegar pelos menus
Enter	Validar / Seleccionar
ESC	Cancelar / Voltar

COMANDOS DE JOGO	ACÇÕES
Teclas das setas	Mover as personagens
End	Câmara para cima
Home	Câmara para baixo
Delete	Câmara para a esquerda
Page Down	Câmara para a direita
Enter (Painel numérico)	Trocar de personagens
. (Painel numérico)	Saltar / salto duplo (quando ainda estiveres no ar, prime segunda vez)
0 (Painel numérico)	Esmagar inimigos / acção contextual (agarrar um bloco, activar a barra mais rapidamente)
2 (Painel numérico)	Aparar um golpe
1 (Painel numérico)	Acção Especial (abrir cadeados, reparar)
0 (Painel numérico) manter premido	Ataque Especial (Selenia e Betameche)
. (Painel numérico) (2x) + 0 (Painel numérico)	Golpe em rotação
0 (Painel numérico) (2x) + 1 (Painel numérico)	Combo + final especial (Selenia)
5 (Painel numérico)	Apresentar o interface
4 (Painel numérico)	Apresentar a bússola de Betameche
3 (Painel numérico)	Restaurar a energia
ESC	Pausa / Menu de Pausa
8 (Painel numérico)	Apresentar os objectivos

COMANDOS - TREPAR	ACÇÕES
Teclas das setas em direcção a uma saliência +. (Painel numérico)	Agarrar-se a um beiral
. (Painel numérico)	Se Arthur estiver pendurado numa saliência, poderá atingir outra, mais acima. Prime . (Painel numérico) para te agarrares. Depois prime . (Painel numérico) de novo para subires.
Teclas das setas para a esquerda / para a direita	Mover-se ao longo de uma saliência
Teclas das setas para a esquerda / para a direita+ . (Painel numérico)	Saltar de uma saliência para outra
Teclas das setas +. (Painel numérico)	Fazer um salto à retaguarda para a saliência oposta
0 (Painel numérico)	Largar (se Arthur largar e houver uma outra pega debaixo dele, ele irá agarrar-se automaticamente).

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COMANDOS - RAMOS	ACÇÕES
Teclas das setas	Baloiçar
0 (Painel numérico) + Teclas das setas	Rodar sobre o eixo do ramo
. (Painel numérico)	Agarrar um ramo

Nota: Um contador iluminado aparece em redor do ícone de Arthur quando ele está pendurado num beiral ou num ramo. Se o contador desaparecer completamente... Arthur cairá. Não te preocupes, pois Arthur irá ficando mais forte à medida que o tempo passa e conseguirá gradualmente ficar pendurado por períodos mais longos.

COMANDOS - BATALHA	ACÇÕES
1 (Painel numérico) + Teclas das setas	Agarrar o escudo do inimigo (Arthur)
1 (Painel numérico) (quando de frente para um inimigo)	Contra-ataque (Arthur e Sélénia)
0 (Painel numérico) + Teclas das setas	Tomar a jaula
1 (Painel numérico) (depois de um golpe acrobático)	Saltar para os ombros de um inimigo (Arthur). Continua a premir para golpeares o inimigo na cabeça

BATALHA:

No decorrer da aventura, as capacidades de ataque de Arthur, Selenia e Betameche irão melhorando e eles tornar-se-ão guerreiros mais eficazes.

COMANDOS - MOGOTH	ACÇÕES
. (Painel numérico)	Subir para / descer do mogoth
Teclas das setas	Escolher uma rota
1 (Painel numérico)	Manter o equilíbrio para a esquerda
2 (Painel numérico)	Manter o equilíbrio para a direita

COMANDOS - CARRO DESPORTIVO	ACÇÕES
Teclas das setas para a esquerda / para a direita	Conduzir o veículo
. (Painel numérico)	Acelerar
0 (Painel numérico)	Apanhar o momento certo no trampolim

COMANDOS - MOSQUITO	ACÇÕES
Teclas das setas	Apontar e mover o mosquito
0 (Painel numérico)	Disparar
Manter premido 0 (Painel numérico) + Teclas das setas	Para fixares um alvo inimigo (máximo de 3) e depois solta para disparares sobre os alvos automaticamente
2 (Painel numérico) (premir freneticamente)	Voltar para as costas do mosquito enquanto Arthur estiver a segurar as rédeas

COMANDOS - POLÉN	ACÇÕES
0 (Painel numérico)	Para acertar no globo de polén e enviá-lo directamente para a boca do insecto
1 (Painel numérico)	Para acertar no globo de polén alto no ar

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COMANDOS – BESOURO / ARANHA	ACÇÕES
. (Painel numérico)	Subir para / Descer da ponte
Teclas das setas para a esquerda / para a direita	Dirigir um ou outro

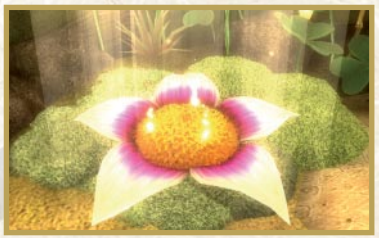
COMANDOS – GUARDIÃO CHTOCK	ACÇÕES
0 (Painel numérico)	Iniciar a sequência
Teclas das setas para a esquerda / para a direita	Virar a faca de Betameche
Enter (Painel numérico)	Girar a faca
6 (Painel numérico) (durante a sequência) Ou . (Painel numérico) (desde que o guardião esteja activado)	Sair do guardião Chtock

COMANDOS – TING TONG	ACÇÕES
Teclas das setas	Resistir
0 (Painel numérico) + Teclas das setas	Pedir a ajuda de outros para fugir

COMANDOS – TOTEM, KROMINOS, PASHMY	ACÇÕES
0 (Painel numérico) + Teclas das setas	Mover-se
0 (Painel numérico) (premir freneticamente)	Pedir a ajuda de outros para ajudar a empilhar objectos uns sobre os outros

Nota: Podes seguir o progresso dos teus três heróis no Menu de "Extras" e ver quais os movimentos ou objectos especiais já destrancaste ao longo do jogo.

GUARDAR JOGO



Ao longo da aventura, irás encontrar pontos de gravação de jogo que têm a forma de grandes flores. Podes guardar todo o teu jogo nesta zona, saltando para dentro da flor. Quando reinicias o jogo e carregas o teu jogo guardado, ficarás posicionado mesmo ao lado da última flor onde guardaste o teu jogo.

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NOTES

NOTES

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